

Docket No. F-6930

Ser. No. 09/820,561

REMARKS

Claims 2-4, 6-8 and 10-12 remain in this application. Claims 1-12 are rejected. Claims 5-8 are objected to. Claims 1, 5, and 9 are cancelled herein. Claims 2-3, 6-8 and 10-12 are amended herein to address matters of form unrelated to substantive patentability issues.

For the convenience of the Examiner, APPENDIX I is provided herewith having a complete set of pending claims with all amendments effected therein.

The claims 5-8 are objected to due to various informalities including typographic errors and awkward wordings. Claim 5 is cancelled and claims 6 and 7 are amended to incorporate the subject matter thereof and appropriate corrections. The claims are thus amended to address the informalities. Accordingly withdrawal of the objections is respectfully requested.

Claims 1-12 are rejected as indefinite under 35 U.S.C. § 112, second paragraph, for failing to particularly point out and distinctly claim the subject matter of the invention. The Office Action cites various informalities in the claim language including unclear wording and lack of antecedent bases. The Office Action further indicates that claims 2-4, 6-8 and 10-11 contain allowable subject matter and would be allowed if amended to overcome the §112, second paragraph rejection.

Docket No. F-6930

Ser. No. 09/820,561

Claims 2, 3, 6, 7, 10 and 11 are amended to place the claims into conformance with U.S. claiming practice and into independent form. The amendments were made with consideration of the various informalities noted in the Office Action. It is respectfully submitted that the amendments remove or correct the informalities noted in the Office Action. Therefore, and in light of the Office Action statement indicating that the claims, and thus their dependents, contain allowable subject matter, reconsideration of the rejection of claims 2-4, 6-8 and 10-12 and their allowance are earnestly requested.

Claims 1, 5 and 9 are rejected as obvious over the Miler reference under 35 U.S.C. §103(a). These claims are now cancelled rendering their rejections moot.


Three further independent claims in excess of three are added. Accordingly, please charge the fee of \$258.00 to Deposit Account No. 10-1250.

Docket No. F-6930


Ser. No. 09/820,561

In light of the foregoing, the application is now believed to be in proper form for allowance of all claims and notice to that effect is earnestly solicited. Please charge any deficiency or credit any overpayment to Deposit Account No. 10-1250.

Respectfully submitted,
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Docket No. F-6930

Ser. No. 09/820,561

APPENDIX I**ALL PENDING CLAIMS WITH AMENDMENTS EFFECTED THEREIN**

1. (Cancelled)

2. (Currently amended) A method for displaying an image by outputting image data by each frame to a display device, comprising steps of:

judging a scale of a processing load performed within one frame;

alternatively setting a mode of display in one of a first mode when the processing load is judged to be less than a predetermined processing level, and a second mode when the processing mode is judged to be greater than the predetermined processing level; and

displaying the image data on the display device with a different pixel arrangement for each said frame when in said first display mode, and with an identical pixel arrangement for each frame when in said second display mode, and said step of displaying includes arranging pixel data at different pixel positions from each other for an odd number frame and an even number frame when said image data is displayed on said display device in said first display mode.

A I - 1

F6930 am01 (PC 10).wpd

Docket No. F-6930

Ser. No. 09/820,561

3. (Currently amended) A method for displaying an image by outputting image data by each frame to a display device, comprising steps of:

judging a scale of a processing load performed within one frame;

alternatively setting a mode of display in one of a first mode when the processing load is judged to be less than a predetermined processing level, and a second mode when the processing mode is judged to be greater than the predetermined processing level;

displaying the image data on the display device with a different pixel arrangement for each said frame when in said first display mode, and with an identical pixel arrangement for each frame when in said second display mode;

measuring a processing time required for the processing performed within one frame; and

said step of judging a scale of the processing load including comparing said processing time with a predetermined reference value to determine when the load is judged to be less than the predetermined processing level, or greater than the predetermined processing level.

4. (Previously Presented) The method according to claim 3, wherein said step of setting includes switching to said first display mode if said processing time

Docket No. F-6930

Ser. No. 09/820,561

is continuously less than said reference value during a predetermined number of frames in a case where said second display mode is currently set.

5. (Cancelled)

6. (Currently amended) The game system displaying an image by outputting image data to a display device for each frame, comprising:

a display mode setting device for setting a display mode alternatively a first display mode displaying the image data on said display device with a different pixel arrangement for each said frame and a second display mode displaying the image data on said display device with an identical pixel arrangement for each said frame, wherein said display mode setting device judges a scale of processing load performed within one frame, and sets the display mode to said first display mode when the load is judged to be less than a predetermined processing level, or sets the display mode to said second display mode when the load is judged to be greater than the predetermined processing level; and

said display mode setting device outputting the image data to said display device with different pixel arrangements from each other for an odd number frame and an even number frame when the display mode is set to said first display mode.

Docket No. F-6930

Ser. No. 09/820,561

7. (Currently Amended) A game system displaying an image by outputting image data to a display device for each frame, comprising:

a display mode setting device for setting a display mode alternatively a first display mode displaying the image data on said display device with a different pixel arrangement for each said frame and a second display mode displaying the image data on said display device with an identical pixel arrangement for each said frame, wherein said display mode setting device judges a scale of processing load performed within one frame, and sets the display mode to said first display mode when the load is judged to be less than a predetermined processing level, or sets the display mode to said second display mode when the load is judged to be greater than the predetermined processing level; and

said display mode setting device measuring a processing time required for the processing performed in one frame and judges a scale of load by comparing said processing time with a predetermined reference value to determine when the processing load is judged to be less than the predetermined processing level, or greater than the predetermined processing level.

8. (Previously Presented) The game system according to claim 7, wherein said display mode setting device switches the display mode to said first display mode when said processing time is continuously less than said reference value

Docket No. F-6930

Ser. No. 09/820,561

during a predetermined number of frames in a case where said second display mode is currently set.

9. (Cancelled)

10. (Currently Amended) A computer readable storage medium storing an image display program formed so as to make a computer which performs image display processing to display an image by outputting image data to a display device by each frame, perform the steps of:

judging a processing load performed within one frame as being one of less than a predetermined processing level and greater than the predetermined processing level;

alternatively setting a display mode to a first display mode which displays the image data on said display device with a different pixel arrangement for each frame when the processing load is judged as less than a predetermined processing level, and to a second display mode which outputs image data to said display device with an identical pixel arrangement for each frame when the processing load is judged as greater than a predetermined processing level; and

Docket No. F-6930

Ser. No. 09/820,561

said first display mode outputting the image data to said display device with different pixel arrangements from each other for an odd number frame and an even number frame.

11. (Currently amended) A computer readable storage medium storing an image display program formed so as to make a computer which performs image display processing to display an image by outputting image data to a display device by each frame, perform the steps of:

judging a processing load performed within one frame as being one of less than a predetermined processing level and greater than the predetermined processing level;

alternatively setting a display mode to a first display mode which displays the image data on said display device with a different pixel arrangement for each frame when the processing load is judged as less than a predetermined processing level, and to a second display mode which outputs image data to said display device with an identical pixel arrangement for each frame when the processing load is judged as greater than a predetermined processing level; and

measuring a processing time required for the processing performed in one frame and judge a scale of load by comparing said processing time with a predetermined reference value to determine when the processing load is judged to

Docket No. F-6930

Ser. No. 09/820,561

be less than the predetermined processing level, or greater than the predetermined processing level.

12. (Currently Amended) The computer readable storage medium storing an image display program according to claim 11, wherein the program is formed so as to make the computer switch to said first display mode when said processing time is continuously less than said reference value during predetermined number of frames in a case where said second display mode is currently set.

AI - 7

F6930 am01 (PC 10).wpd